

# 2013 HWSA Seeding and Tie-Breaker Rules

(changes marked in blue)

## Pre-Tournament Pool Play Seeding

This year the seeding method will again be designed to lessen the chances of local teams facing each other in pool play. The method allows a reduced chance for teams to play others from their home localities but does not eliminate it.

**2013 Pool Play Seeding:** The teams from the 2012 top division (Div. I) will be seeded 1-8 in order of their finish last year. [The remaining teams will be placed in to two regional groupings and will then draw their seeding position from game slots that are distributed across all of the pools.](#)

## Mid-Tournament Seeding

After Opening Round pool play is completed, each of the qualifying teams for the Q Games and the teams headed to Division III will be seeded using these methods:

**Q GAMES SEEDING:** The qualifying teams are first grouped by their number of losses in the opening round, 0 or 1 (lower is better), then seeded by the calculation of the average number of runs allowed per defensive inning (lower is better), [then by the average number of runs scored per offensive inning \(higher is better\).](#) Calculations include all a team's games in the Opening Round pool play, including any tie-breakers.

**DIV. III SEEDING:** The qualifying teams are first grouped by their number of wins in the opening round, 1 or 0, (higher is better), then seeded by the calculation of the average number of runs allowed per defensive inning (lower is better), [then by the average number of runs scored per offensive inning \(higher is better\).](#) Calculations include all a team's games in the Opening Round pool play, including any tie-breakers.

## Pool Play Tie-Breakers

**Pool Tie-Breaker Rules:** In the event that all 3 teams in a pool have identical 1-1 records after Pool Play, the top team will be determined by the following list of tie-breakers and will advance to the Q-Games as the first qualifier. The other two teams will play a tie-breaker game to determine the second qualifier to the Q-Games. The tie-breaker determinants for selecting the first qualifier:

- TB1. Highest total run differential (maximum 10 runs per game)
- TB2. Least defensive runs total (if TB1 does not determine the top team)
- TB3. Most offensive runs total (if TB1 & TB2 do not determine the top team)
- TB4. Coin flip (if TB1, TB2 & TB3 do not determine the top team)